

Indiana Department of Education



Going Beyond Acceptable Use: Teaching Digital Responsibilities

21st Century Learning Lab Webinar October 15, 2012

#INeLearn



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Upcoming Events





Follow us @INeLearn

#INeLearn chats
Wednesdays
at 4:30 EST/3:30 CST
Beginning October 17th

Learn about NBC Learn Tuesday, October 16th 4:00pm Eastern



Join the conversation about the use of technology through Speak Up, a National Research Project.

The online survey is open to students, educators and parents from October 3-December 14.

http://www.speakup4schools.or g/speakup2012/

secret word: su4indiana





Contact David Ryan at dryan@doe.in.gov for more information.



Kelly Mendoza Senior Manager, Professional Development Common Sense Media

Going Beyond Acceptable Use: Teaching Digital Responsibilities { Our StoryEncouraging Responsible Use





Why "Responsible?"

"Highly restrictive Internet and mobile policies in the school environment provide only a false sense of protecting kids."

Jim Bosco & Keith Krueger

Moving From 'Acceptable' to 'Responsible' Use in a Web 2.0 World



The Issue of Safety

Block

Open



Developing Responsible Use Policies

Big Campus

Our Social Media Sandbox

Information Literacy

Joann Novak

Business and Marketing Teacher
Bloomington New Tech High School
Bloomington, IN

jnovak@mccsc.edu

Mind Your e-Manners

http://www.livebinders.com/play/play?id=138981

 This project was designed for the Bloomington New Tech Freshmen in their Preparing for College and Careers class.

- The project met several goals:
 - Students learned about norms and safety issues involved with using various Internet sites and social tools. (Bloomington New Tech is a 1:1 school)
 - Middle school students were the target audience.
 - Our students had an authentic audience of peers.

Project Scaffolding

Several workshops and activities were associated with this project.

- Facebook article provided discussion opener for journal prompt.
- Safety Guide; resource for the students.
- http://www.pbs.org/wgbh/pages/frontline/digitalnation/
- review basic rules for visual aids and basic presentation norms.
- Hosted a No Tech Day. No one was able to go the entire day.
- copyright presentation.
- Students created questions about their topic to create a pre and post test for visiting students.

Final Presentation Topics

- Cell Phones and Digital Communications (cell phone etiquette, texting, risks while driving)
- Cyberbullying and Online Relationships (spam, identity theft, cyber predators, cyberbullying)
- Digital creation, plagiarism and piracy
- Creating and Maintaining Your Online Image (Facebook, YouTube, chat rooms – school, jobs, and personal vs. professional conduct online)
- Gaming and online worlds (time management, gambling, violence, learning tool, piracy, digital citizenship)
- Research and Information (verifying, reliability, plagiarism, scams, hoaxes, and chain letters)
- Online privacy and security
- Online research and learning

Final Presentation Products

Team s are responsible for creating at least one of the following main products:

A Schoolhouse Rock type song

A fairy tale inspired story

Along with a song, story, or comic book you will need to submit <u>at least</u> three of the following resources to accompany the main product:

A set of electronic flash cards that complement the topic

A jeopardy type game that could be used with the students

An infograph that provides statistics related to your team's topic

A tip sheet that can be given to parents

A graphic novel

A list of resources/help for students





http://twtpoll.com/ldgmxo

What would you be interested in discussing during this week's #INeLearnChat (10/17 @ 4:30 PM EST/3:30 PM CST)?









- Continue the dialogue around digital citizenship from this week's 21st Learning Lab webinar.
- In the same manner that classroom instruction is undergoing a transformation in the
 21st century, the delivery of professional development needs to be reexamined.
- Despite the focus on technology integration, the tool is not the answer to student success.



See Results





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Office of eLearning

http://doe.in.gov/achievement/technologies

21st Century Learning Lab

http://pod.doe.in.gov/groups/21stcenturylearninglab

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